

**AMENDMENTS TO THE SPECIFICATION:**

Please amend the Abstract as follows: A game machine includes a CPU and, when a game cartridge is loaded in the game machine, the CPU is electrically connected to a ROM in the game cartridge and a non-volatile flash memory having at least two game data storage backup areas. Game data generated during the progress of a game is stored (renewed) in a work memory and, in response to an instruction provided by a user, "last game" data is saved in an appropriate backup area. When the user instructs the game machine to save the last game data, the CPU selects as a game data storage backup area that is stored with game data having an older writing time. Writing of the last game data to the selected back-up area is prohibited if two or more writable backup areas determined not to be present in the non-volatile memory. ~~If, however~~ In addition, if writing to the selected backup area can not be performed at that time, for example, due to a memory element ~~detect~~ defect or abrupt failure, and only a single remaining backup storage area is available, a writing of the last game data over the game data written immediately ~~before~~ beforehand is prevented (i.e., prohibited), so as to leave intact the game data generated during the preceding game play session.